

Fig. 1A

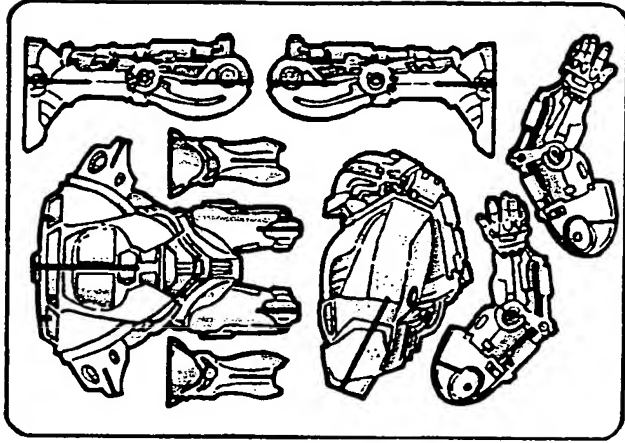


Fig. 1B

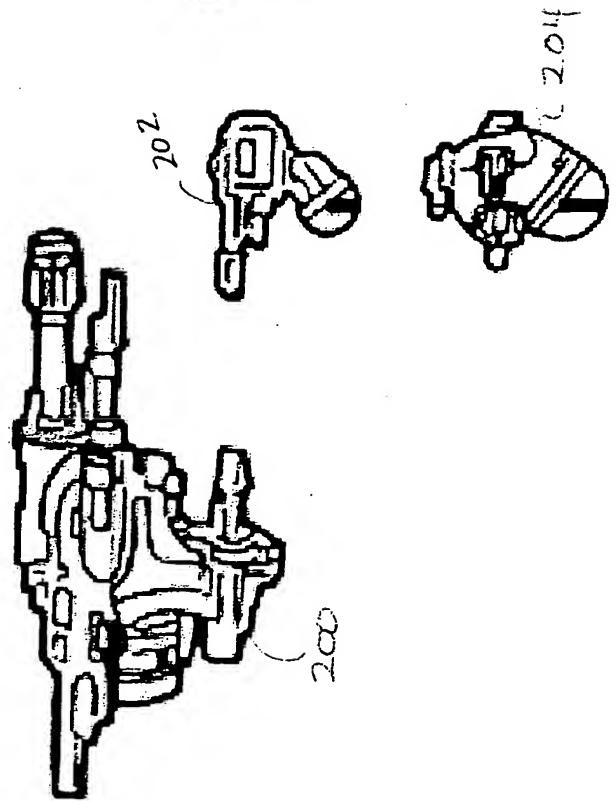


Fig. 2

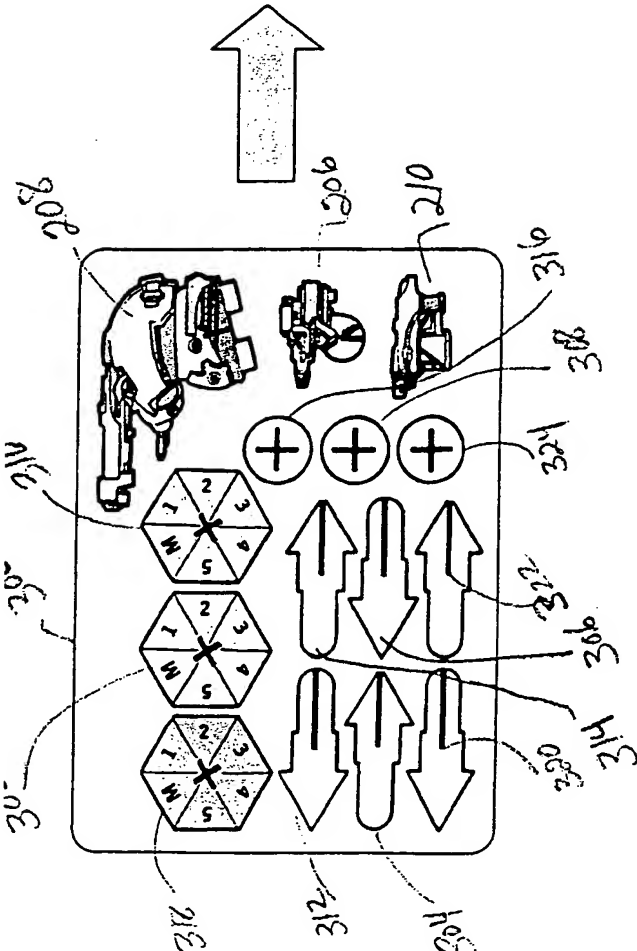


Fig. 3

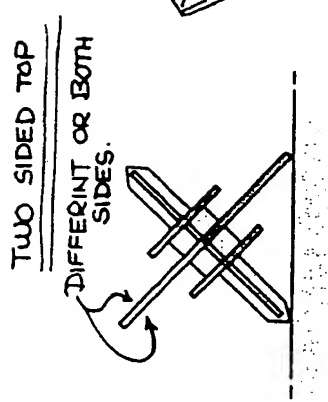


Fig. 4 B

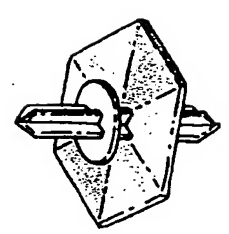


Fig. 4 A

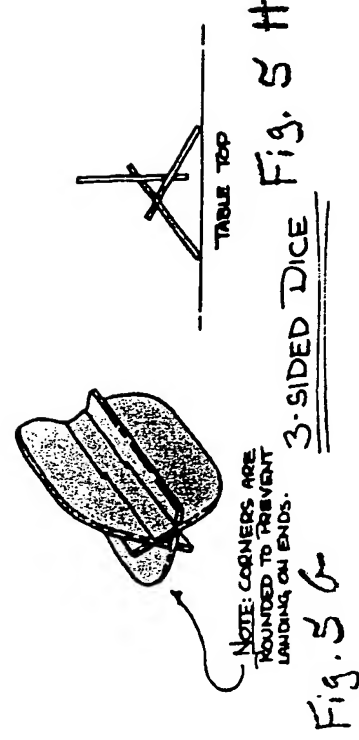


Fig. 5 C
3-SIDED DICE
Fig. 5 H
TABLE TOP

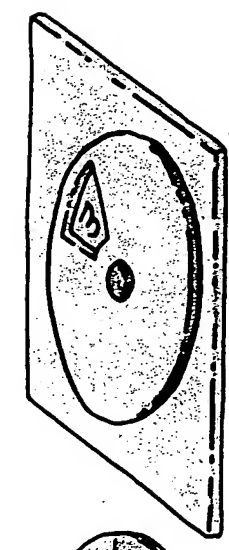


Fig. 5 B

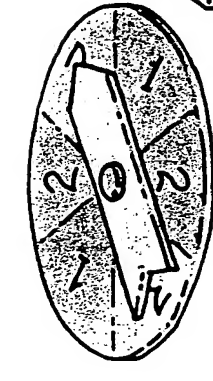
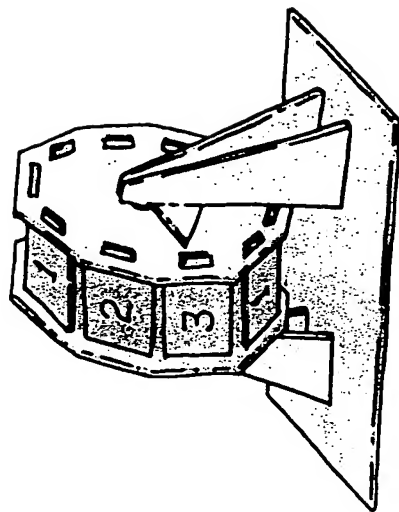
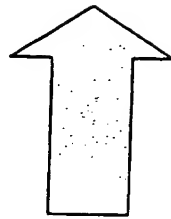
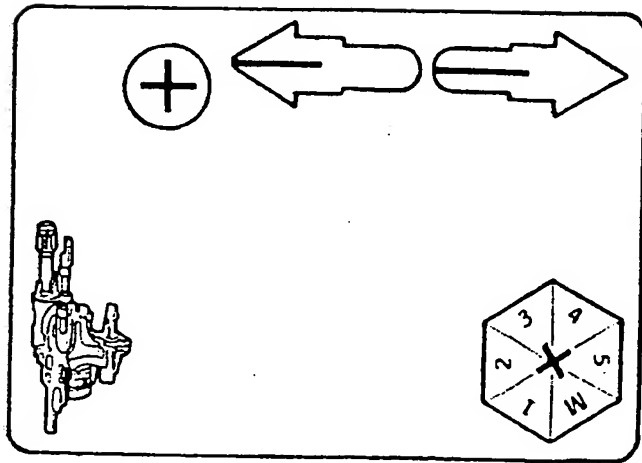
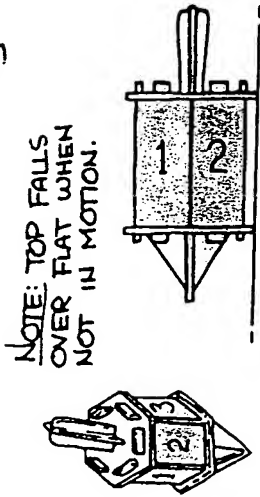
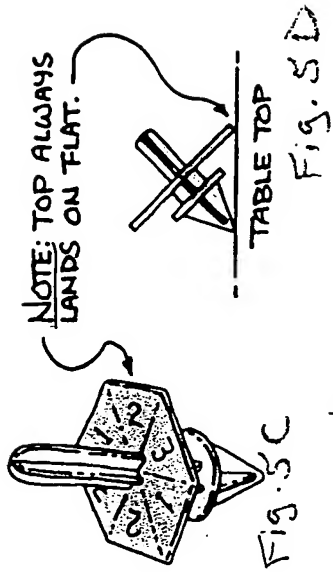


Fig. 5 A

TOPS



SET UP
1 TO 3
1 TO 6
1 TO 12

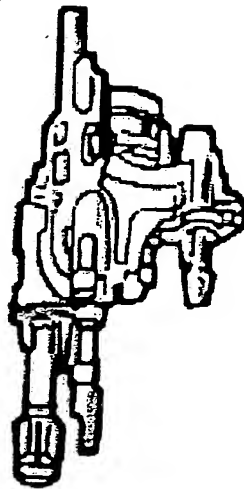
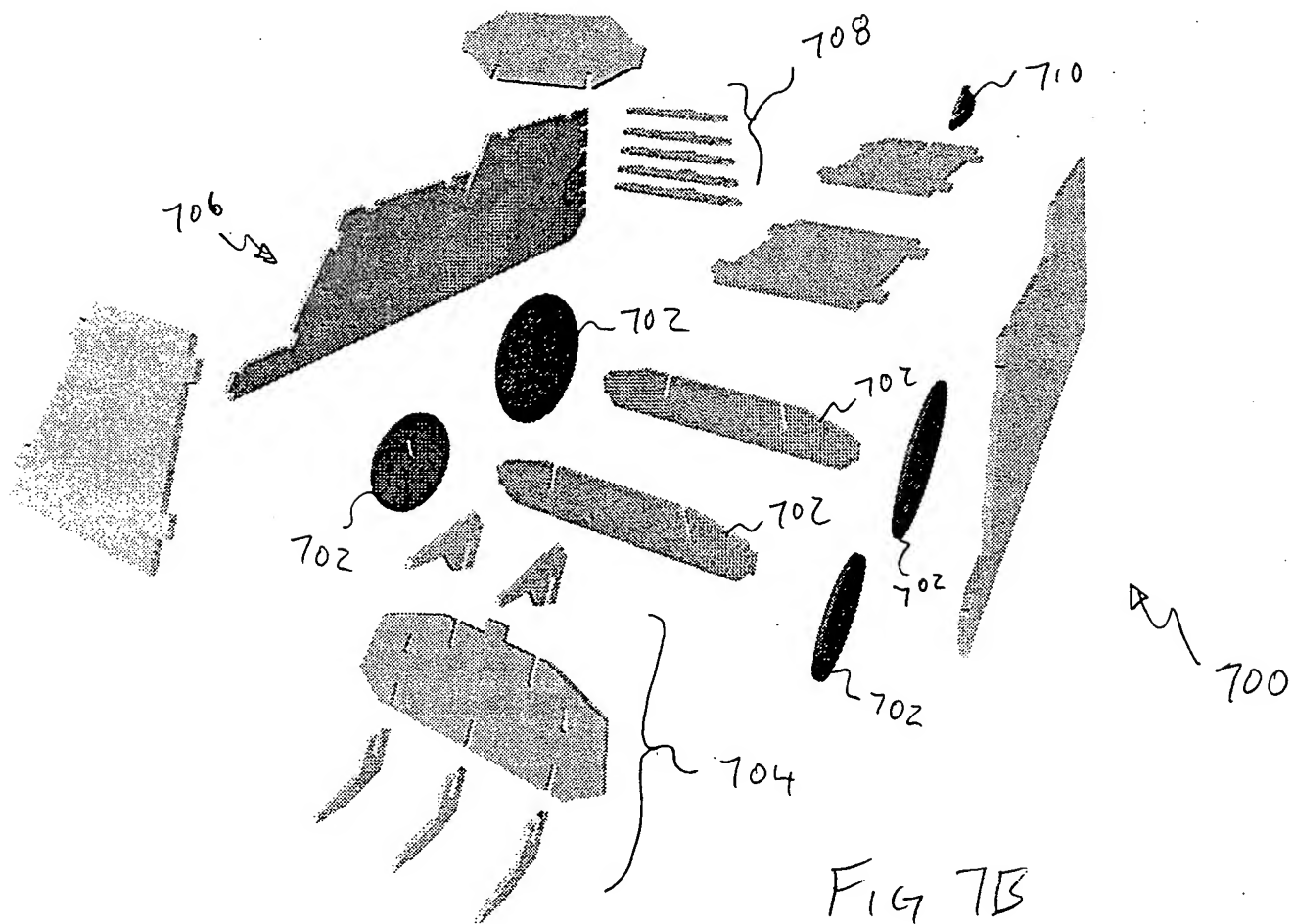
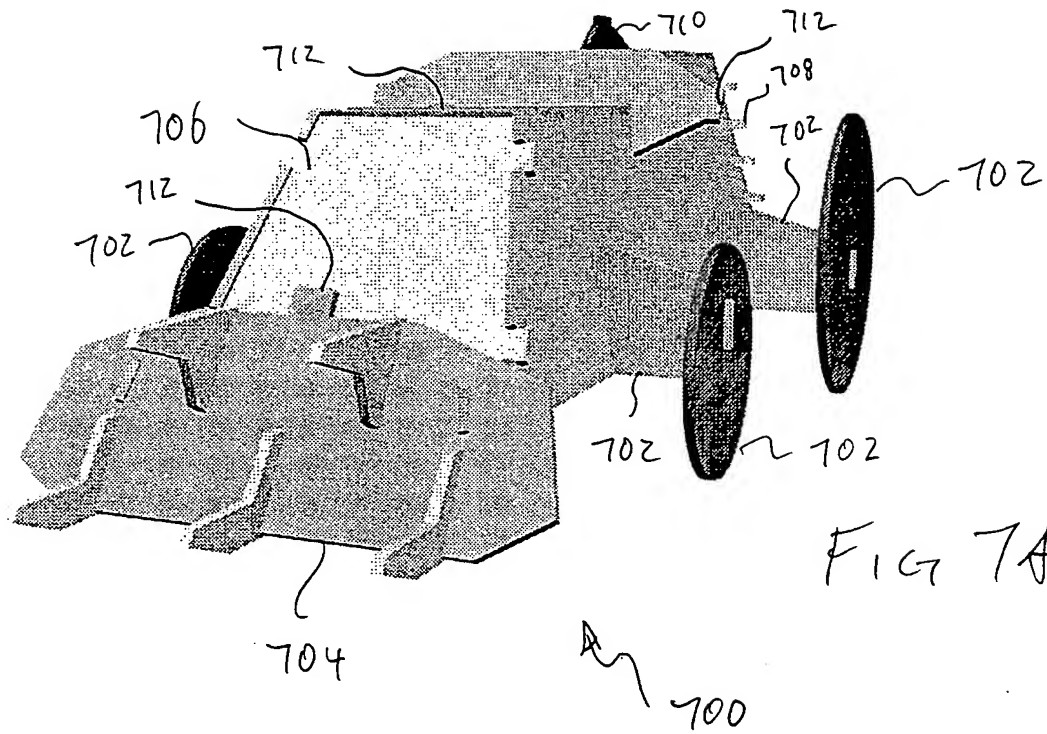
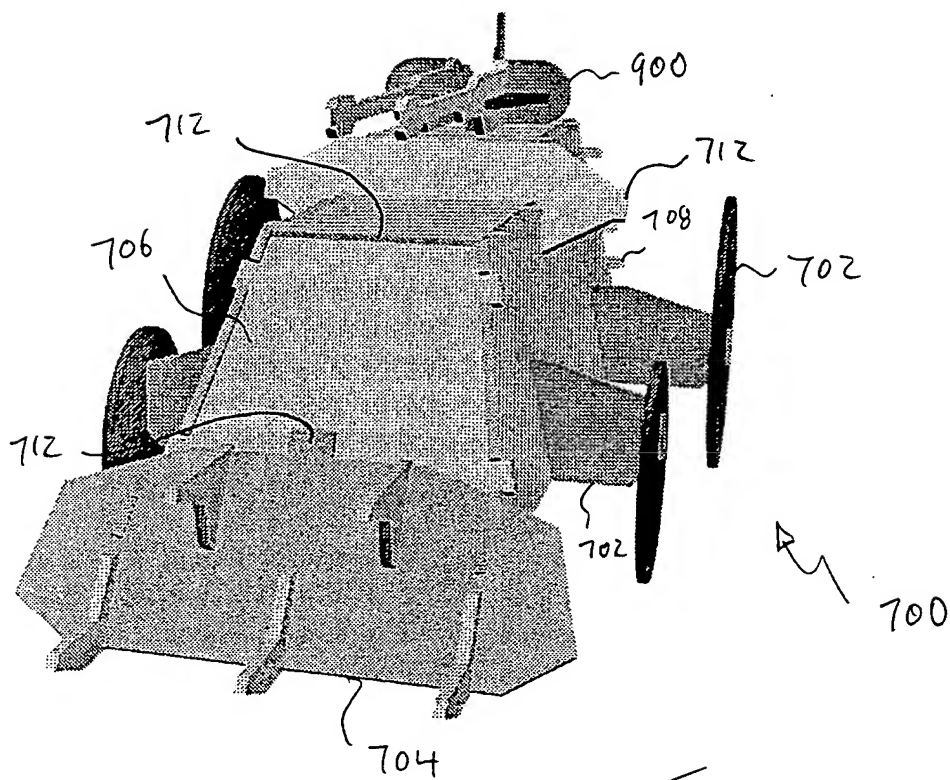
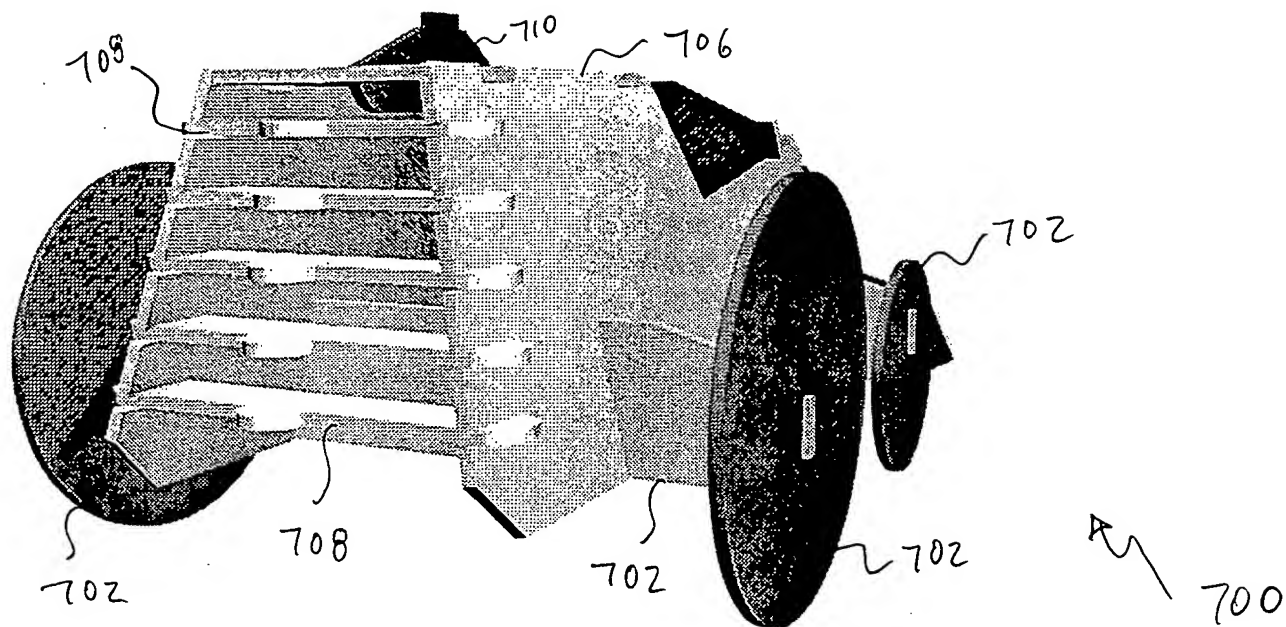


Fig. 6A

Fig. 6B

WHEEL





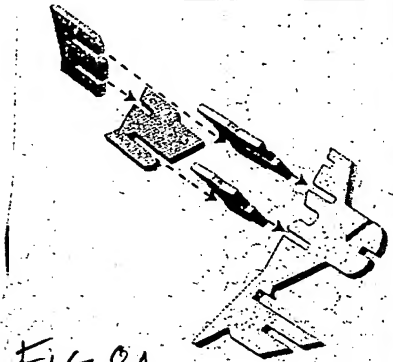


FIG 8A

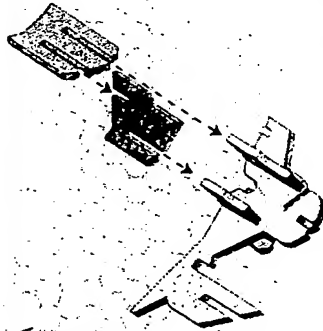
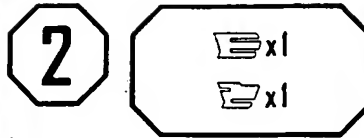


FIG 8B

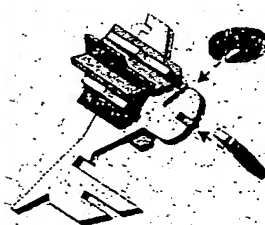
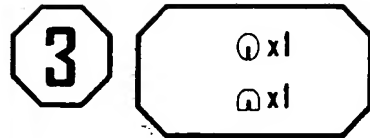


FIG 8C

repeat once

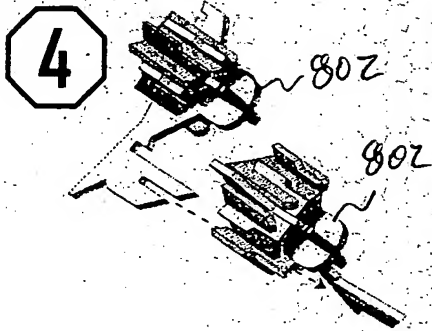
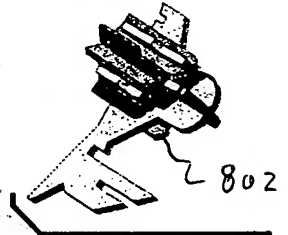


FIG 8D

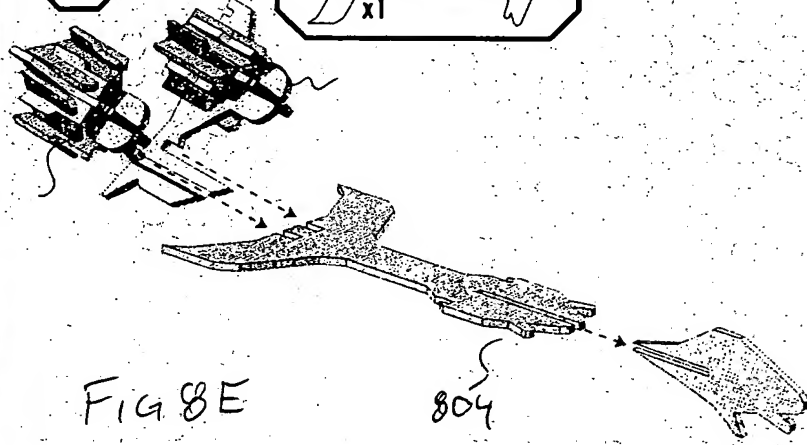
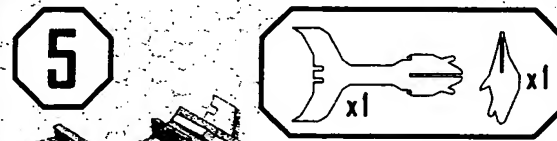


FIG 8E



FIG 8F

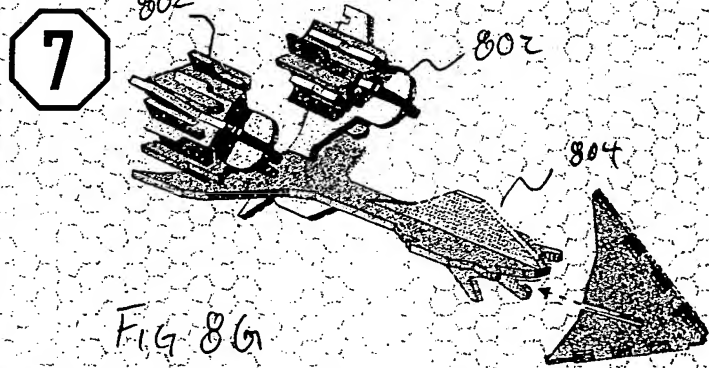


FIG 8G

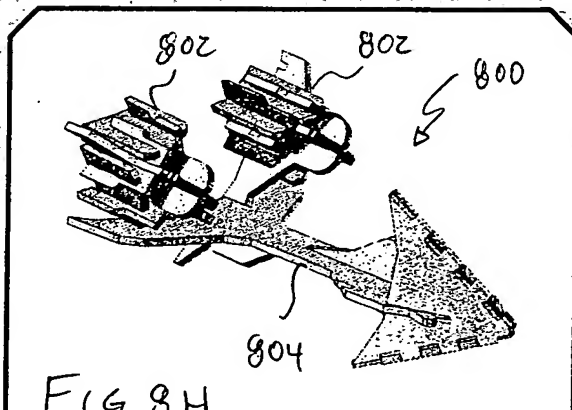
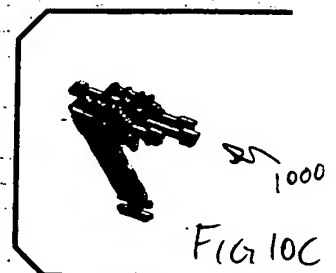
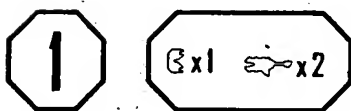
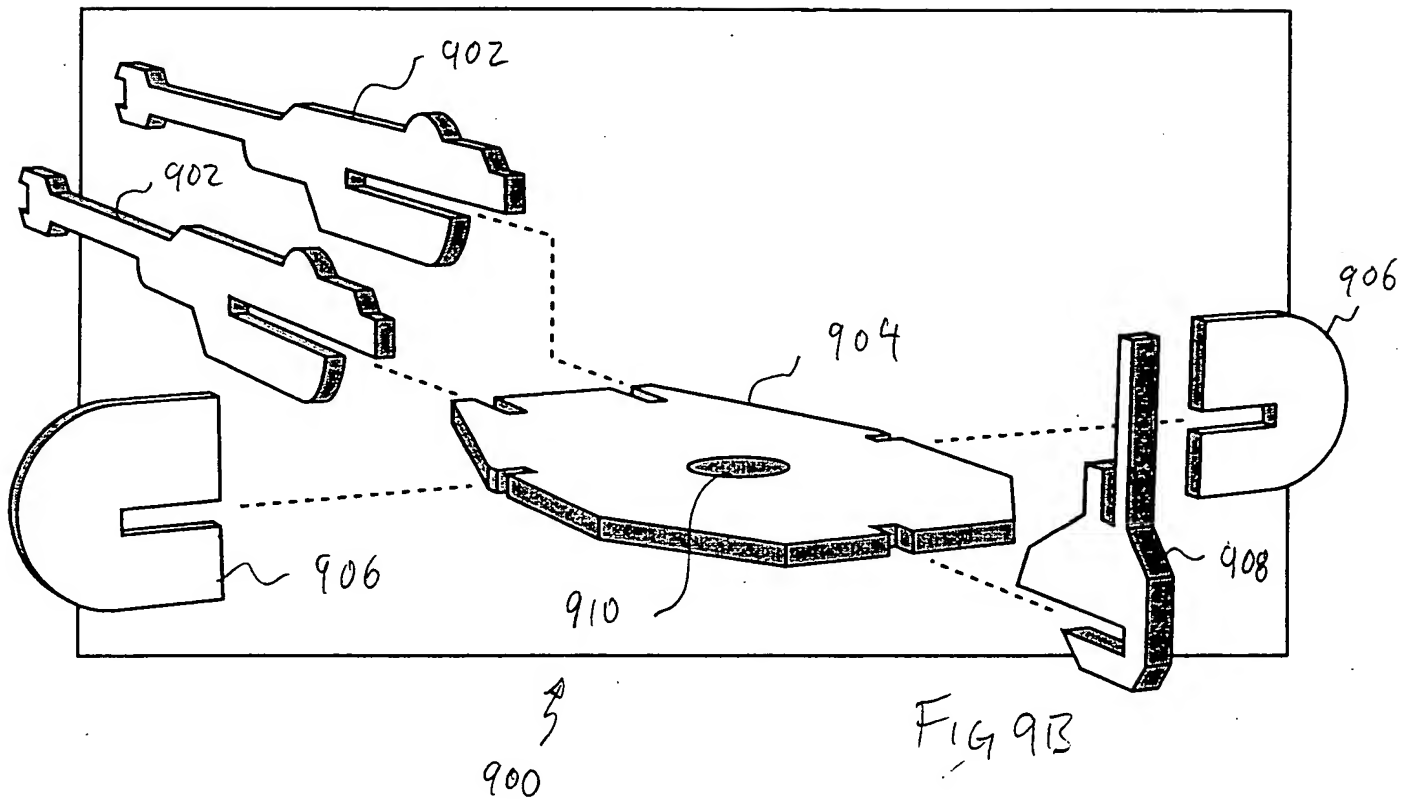
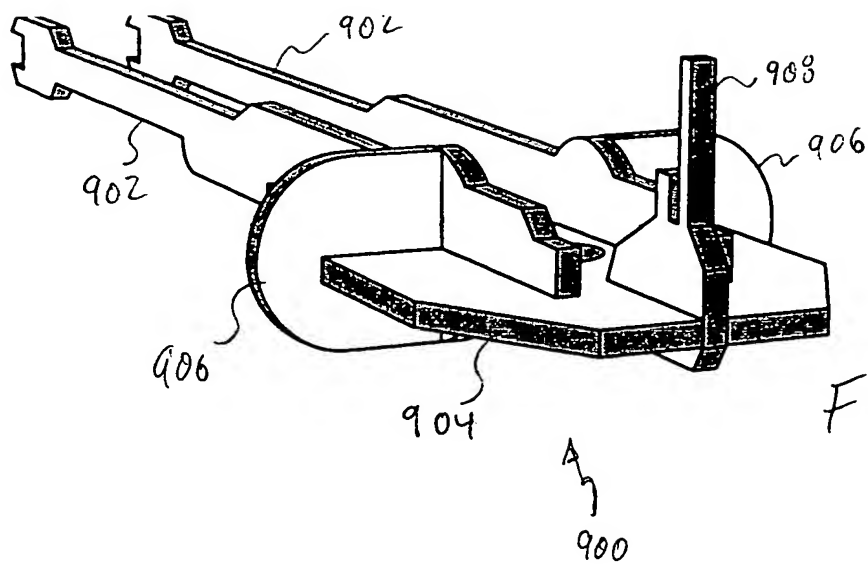
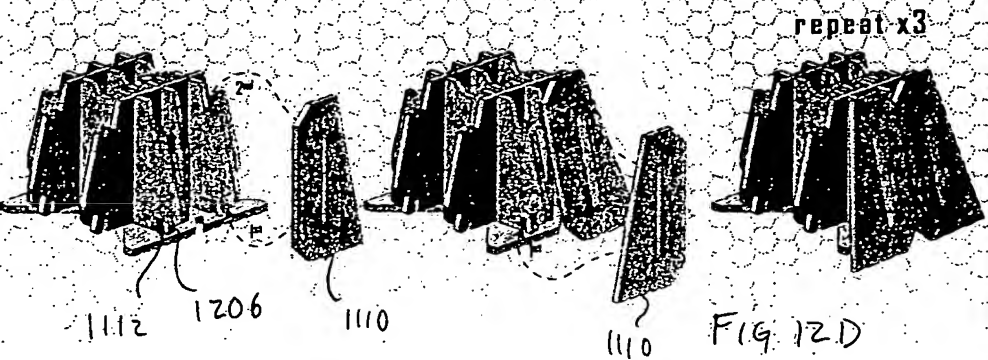
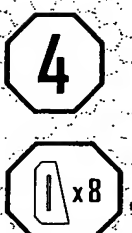
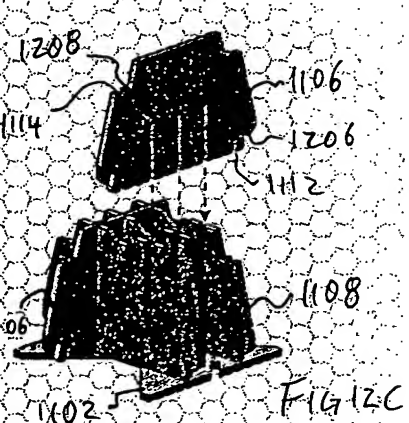
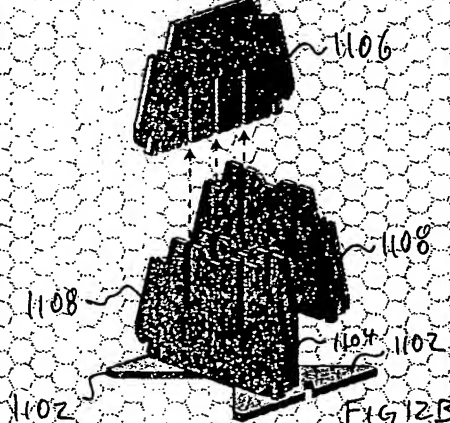
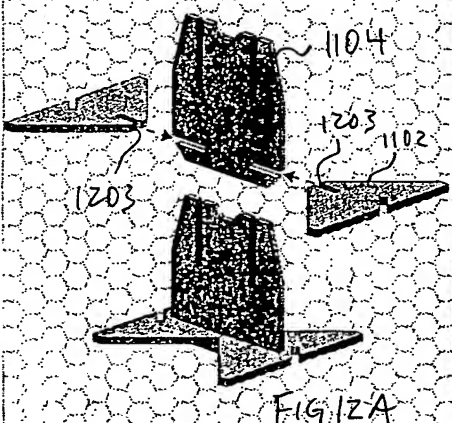
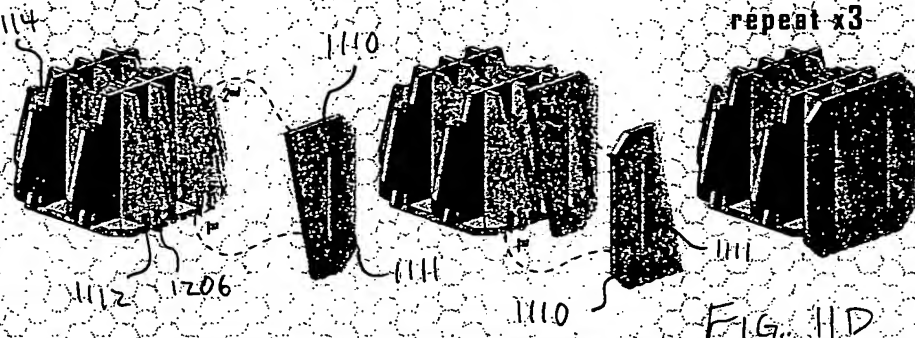
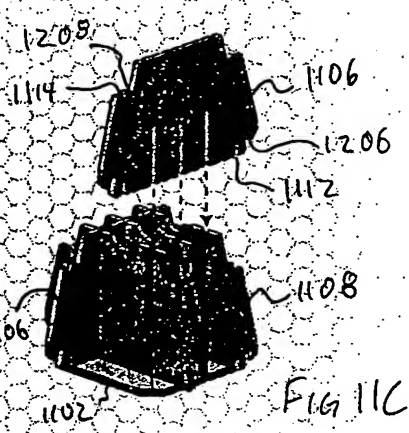
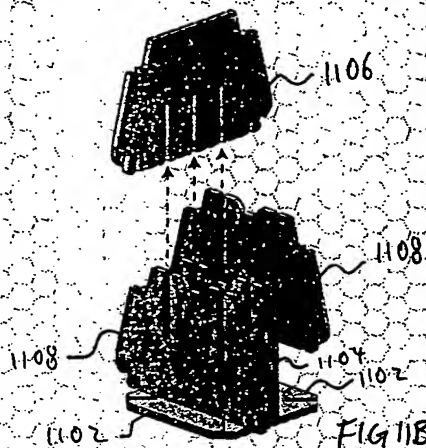
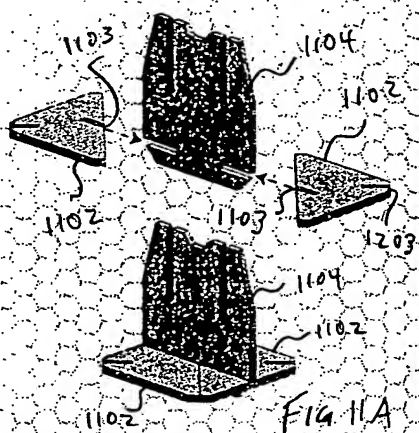
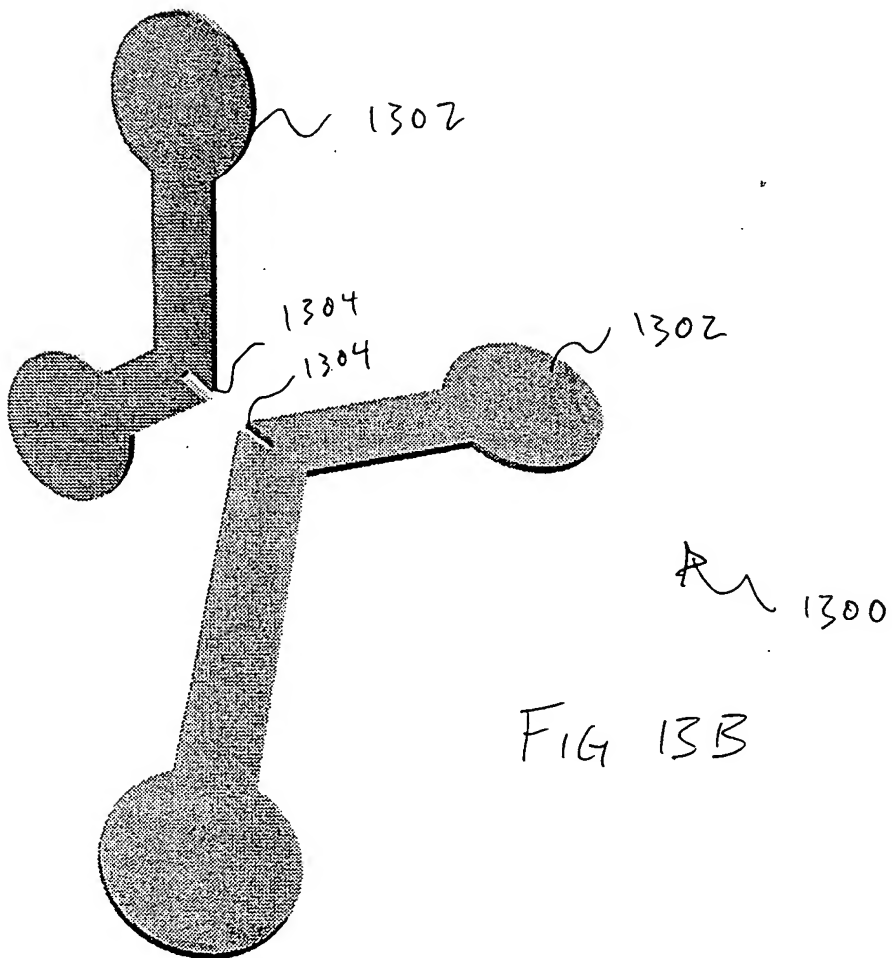
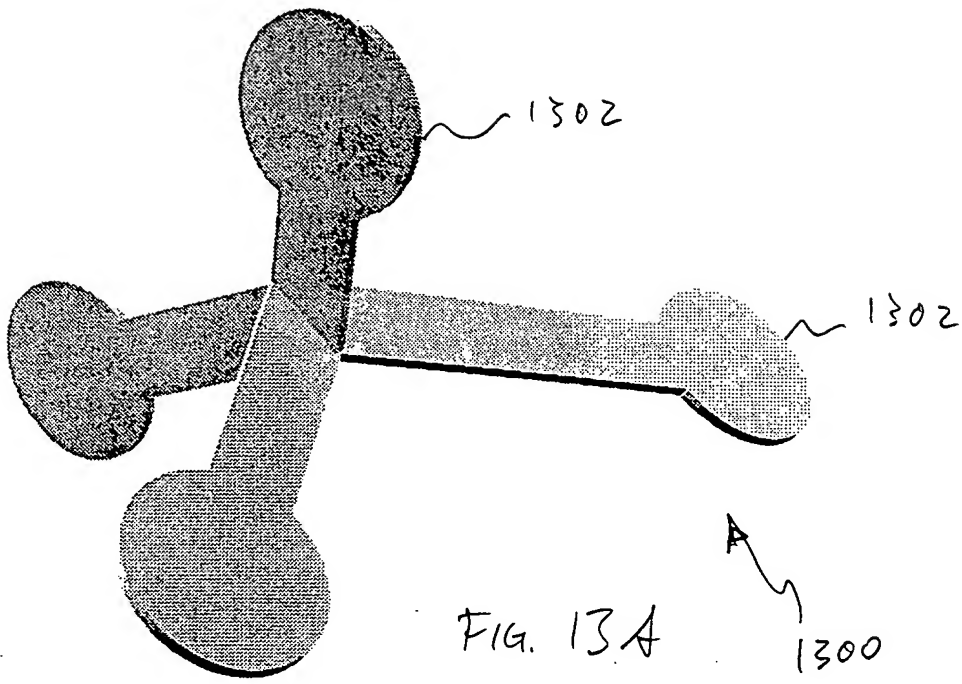


FIG 8H







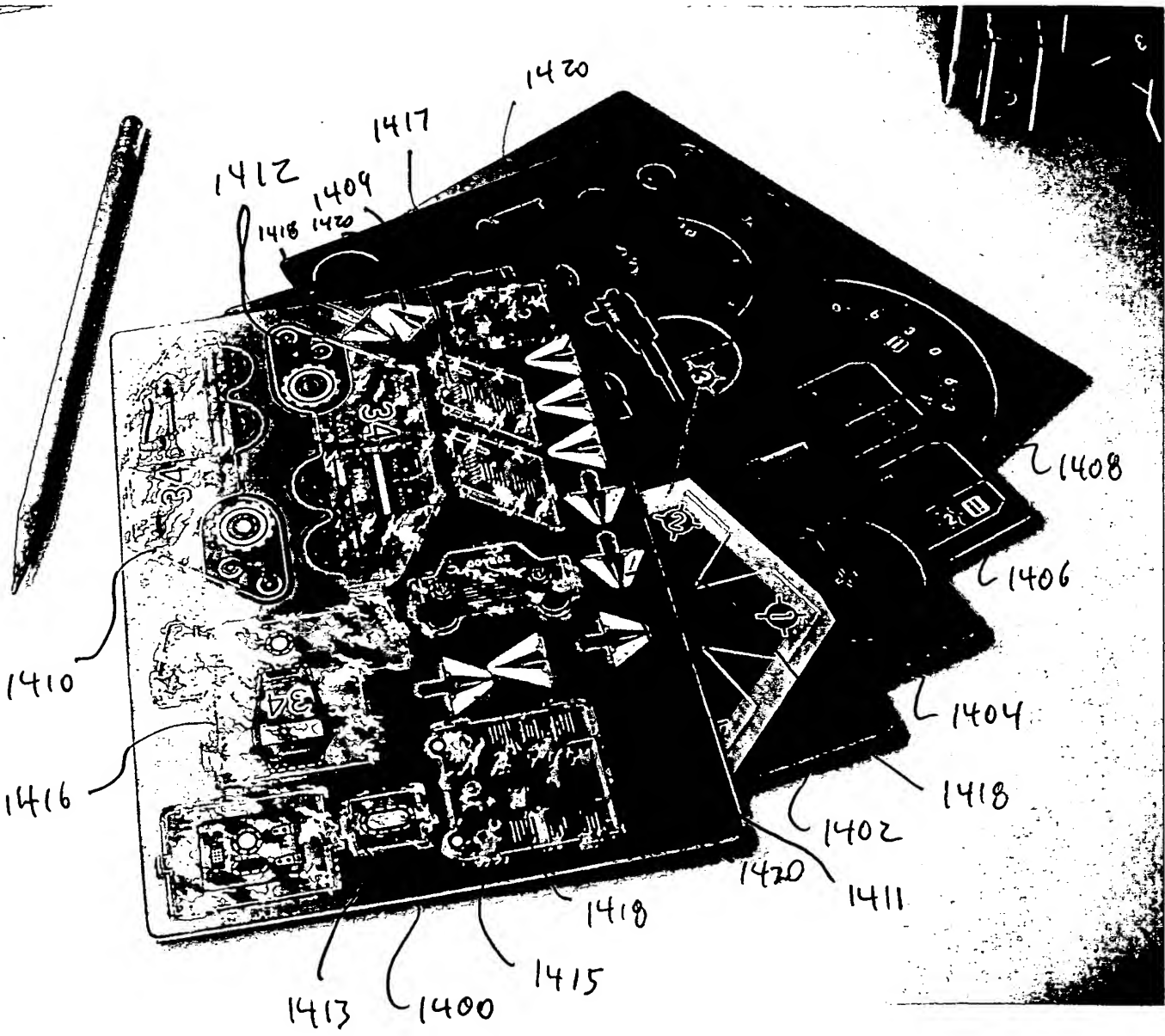


FIG 14A

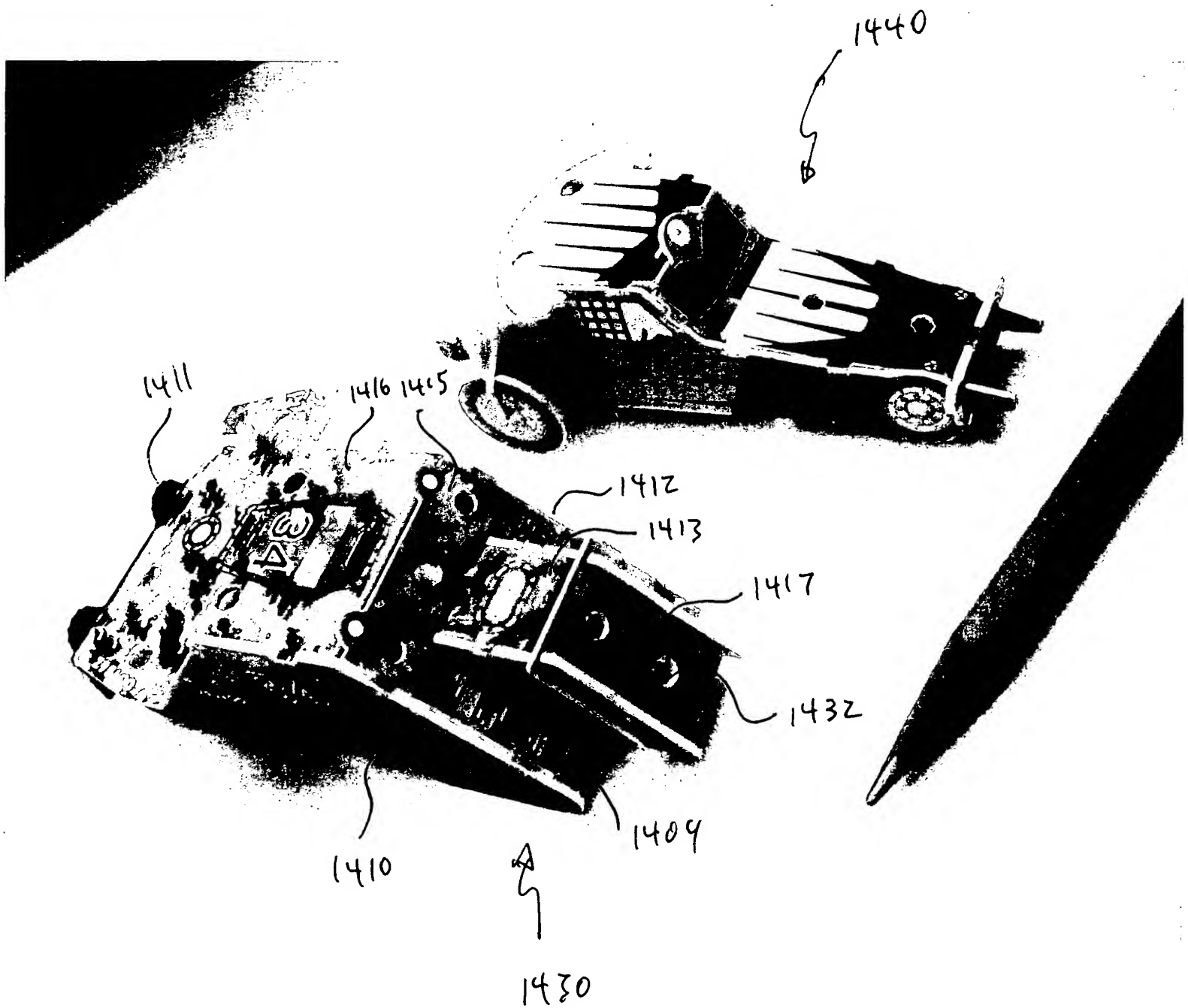


FIG 14 B

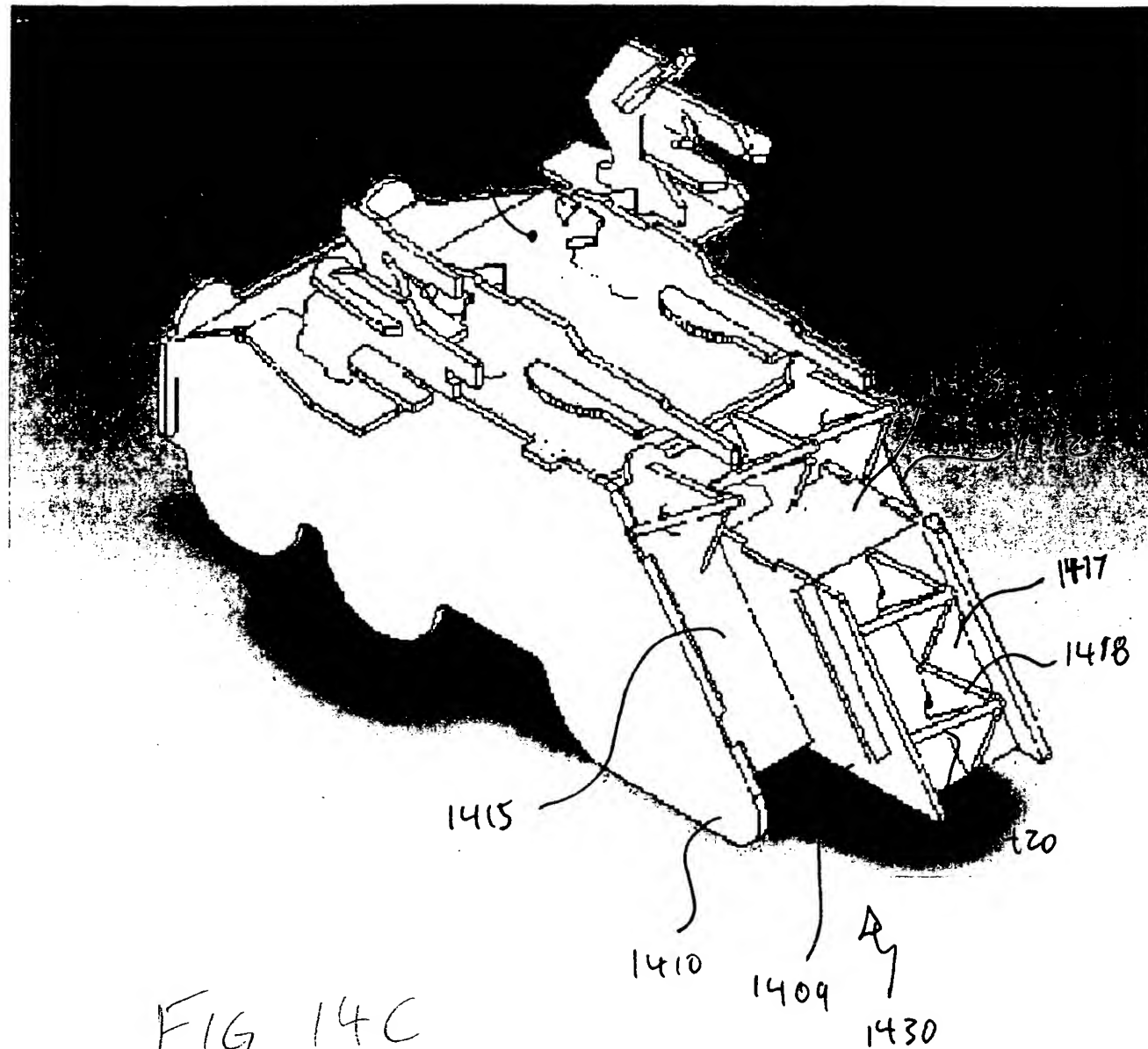


FIG 14C

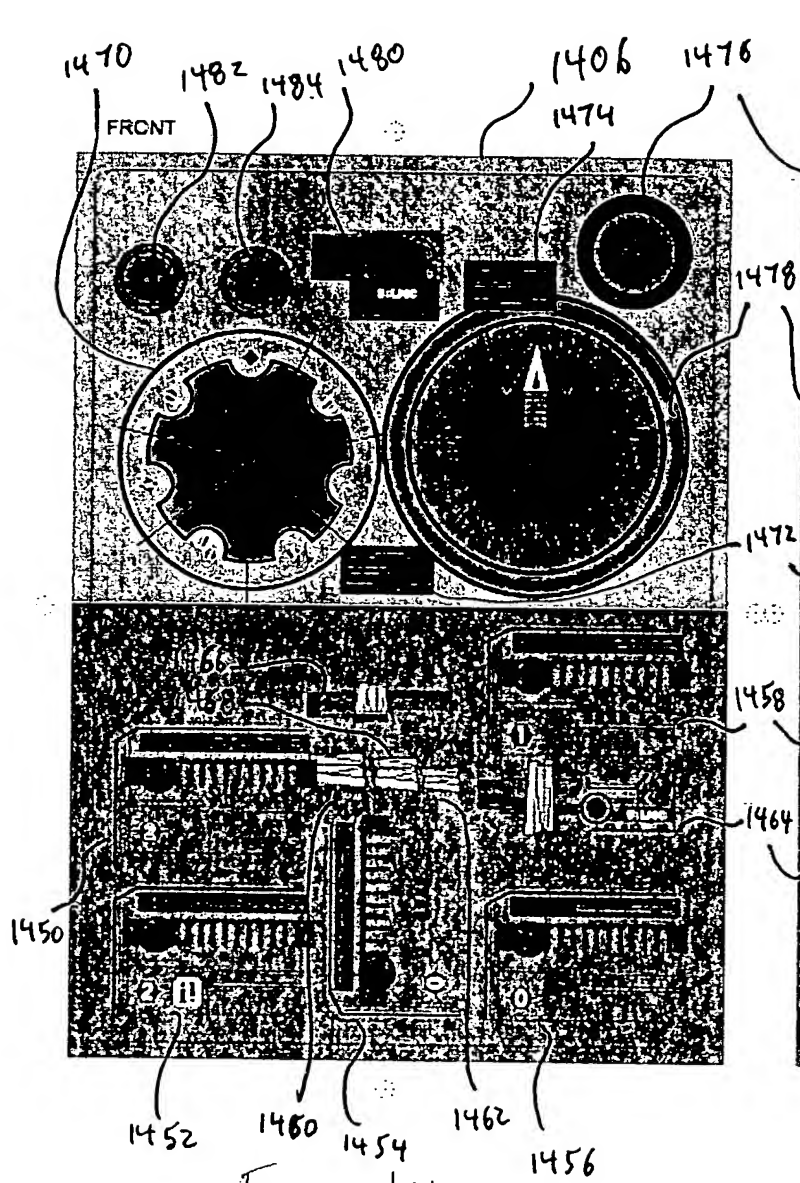


FIG. 14D

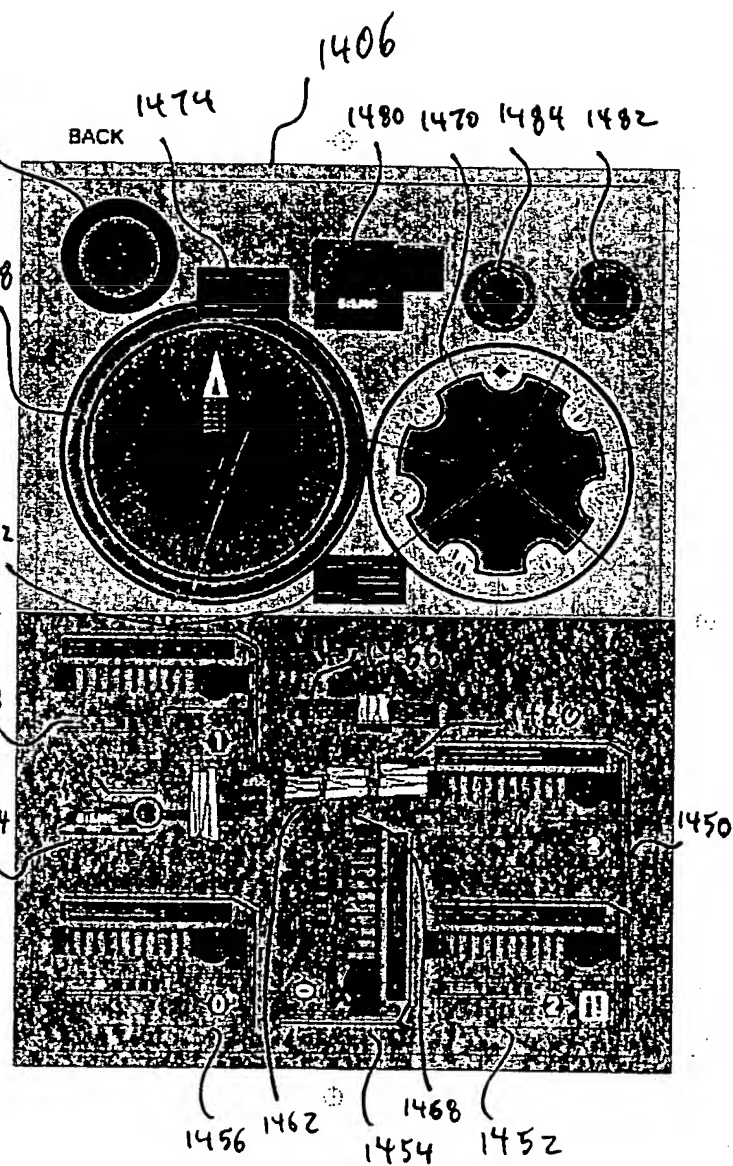


FIG 14E

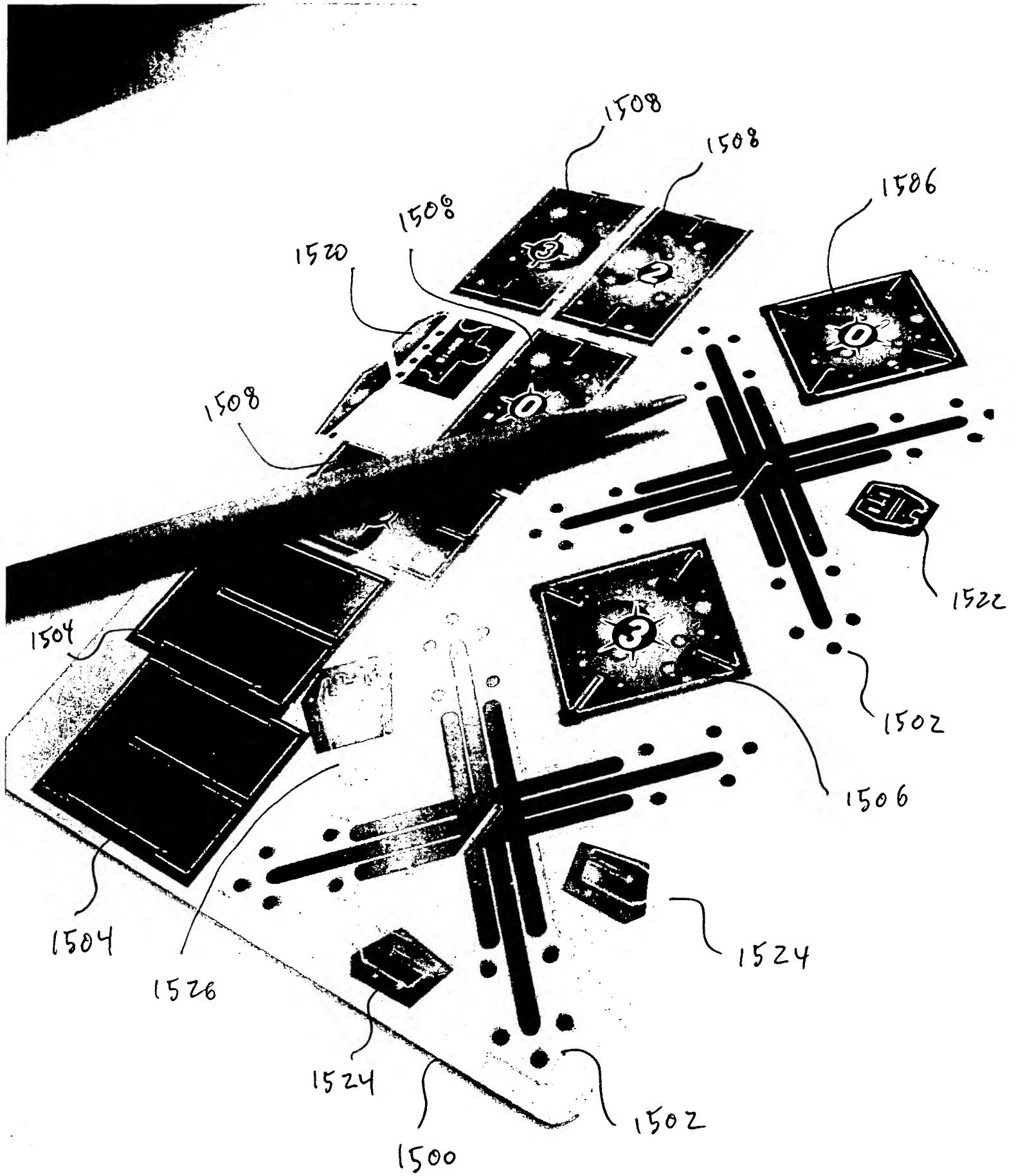


FIG. 15 A

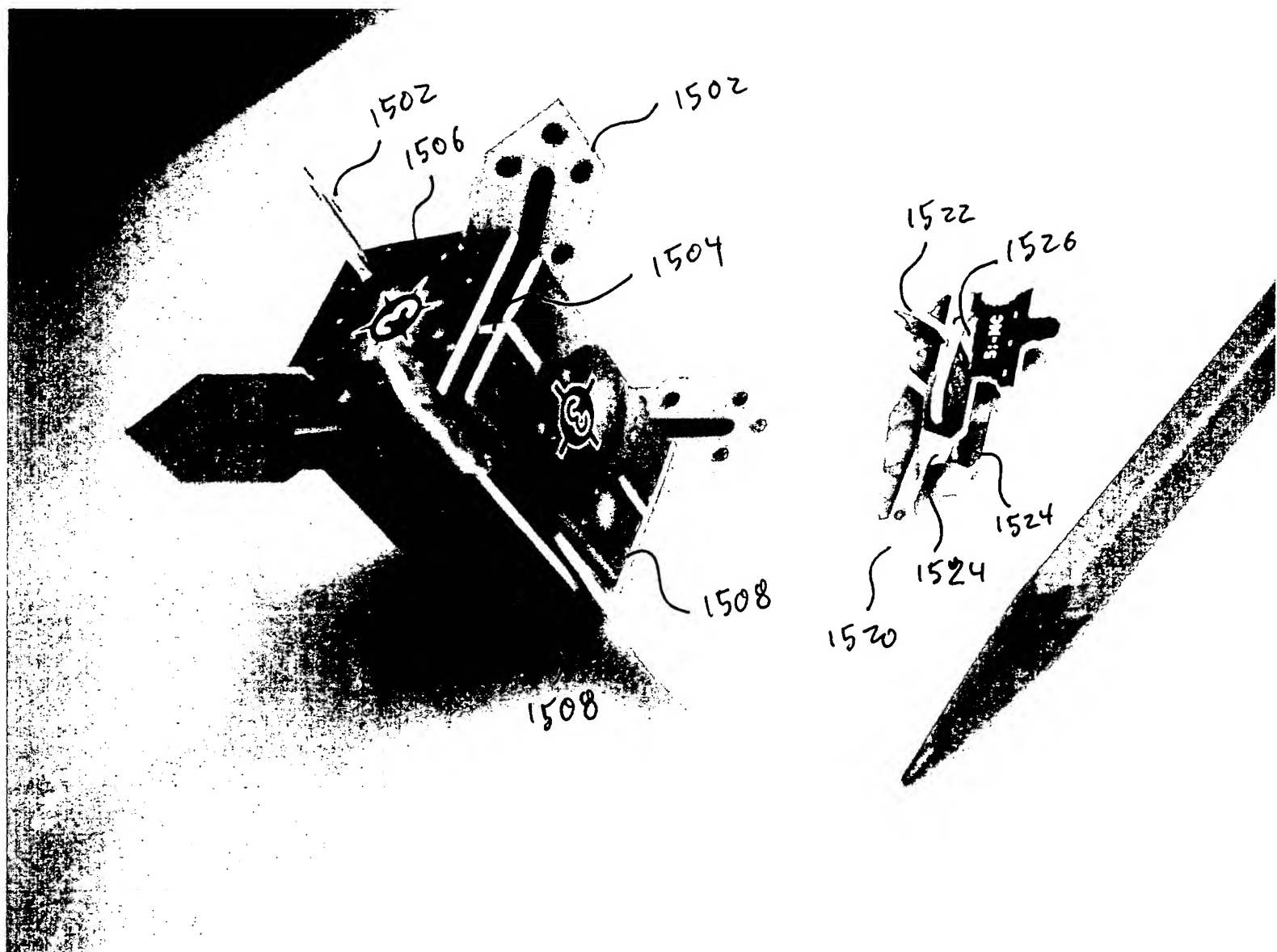


FIG. 15 B

ROLLERS

Within any particular silhouette (card) there are several different skins applied to create visual and mechanical variations.

For example, a shotgun-type weapon and it's particular roller may be "painted" in a style to make it look like it belongs to the *Speed Brats* faction and its roller may yield a hit 60% of the time, while on the next row down the same shotgun and roller may be "painted" in a *Junkyard Dog* motif and the roller may only yield a hit result 45% of the time.

Every roller has a particular number of faces. Each face may yield a different result or combination of results.

The different types of results are:



Damage

You inflict X damage to a target of your opponent's choosing.



Bullseye

You inflict X damage to a target of your choosing.



Backfire

You take X damage.



Stun

Your opponent is stunned for the remainder of the round.

The following two icons indicate additional affects and appear in addition one or more of the above icons:



Full-Auto

Immediately fire again with the same weapon.



Quick Shot

Immediately fire again with a different weapon.

Fig 16

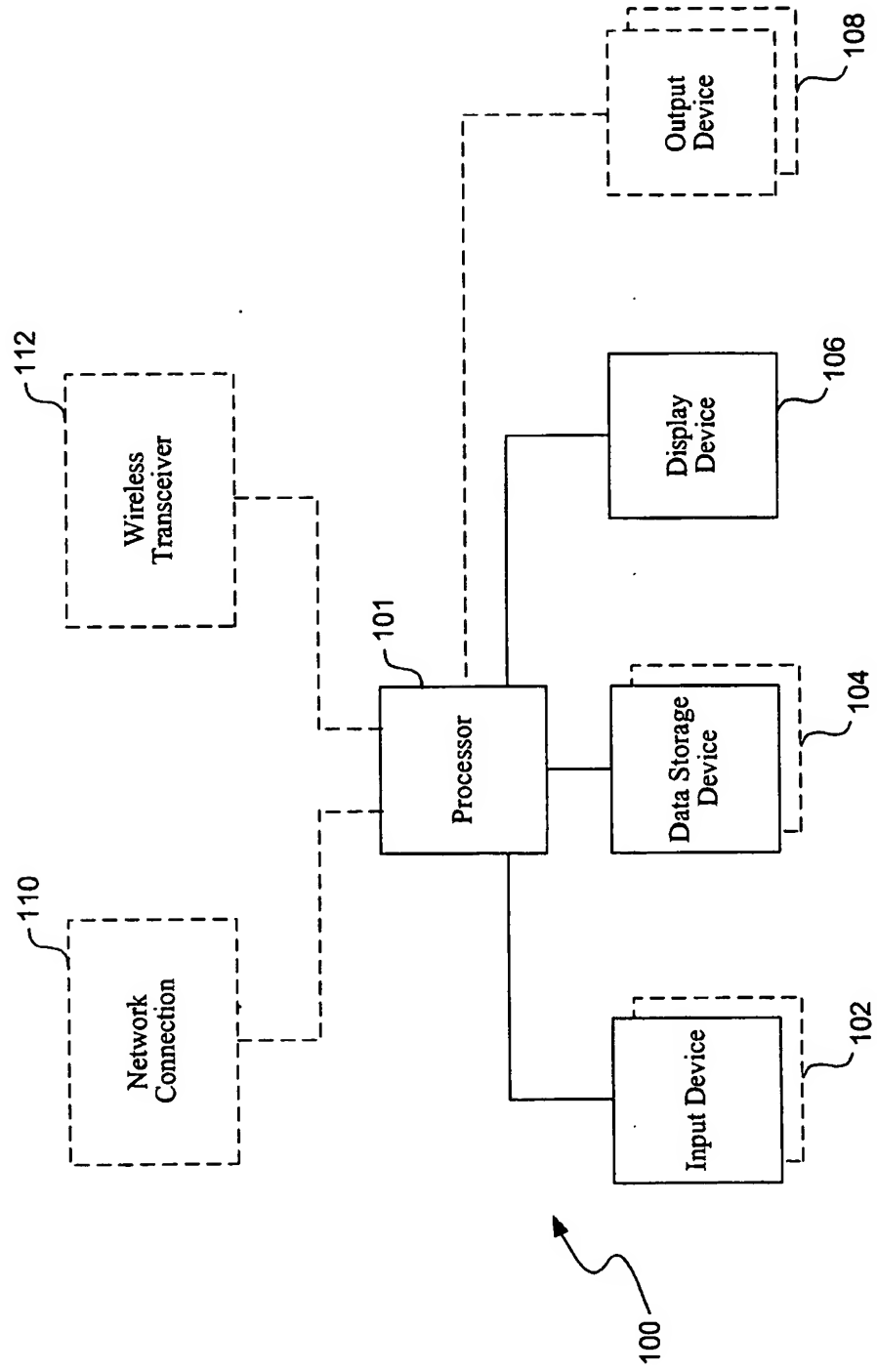


Fig. 17

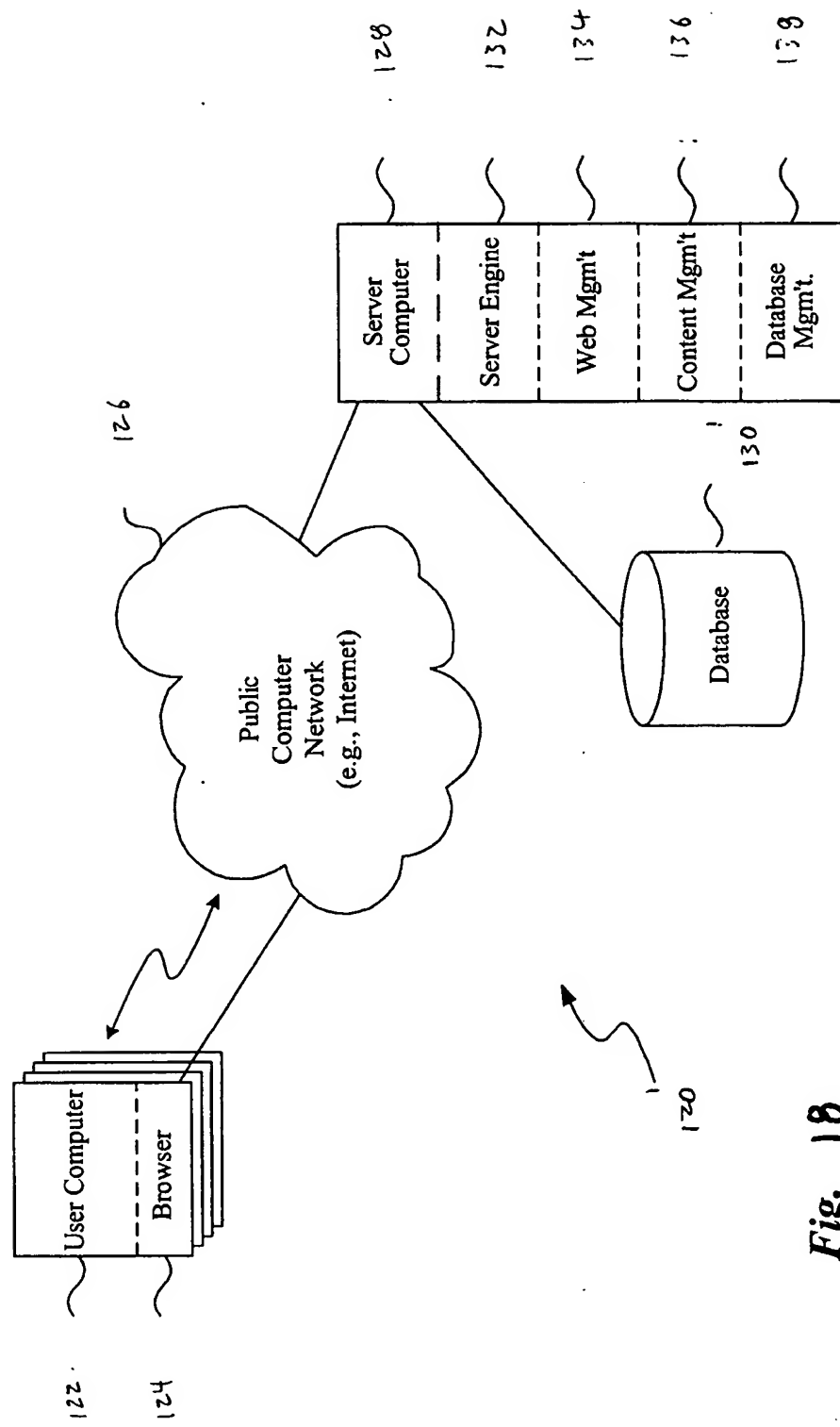


Fig. 18